

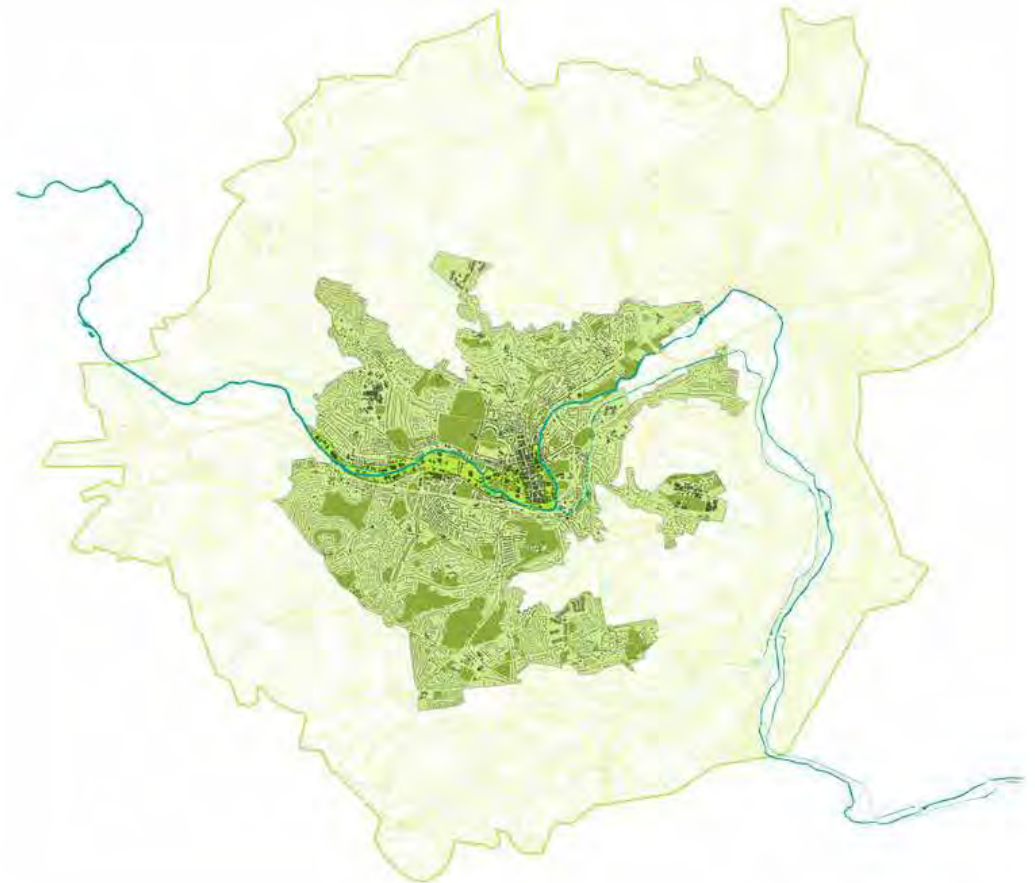
Forest of Imagination 2020 & 2021

Gathering Perspectives on the Landscape City → Finding Solutions for The Landscape City



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Bath - The Landscape City

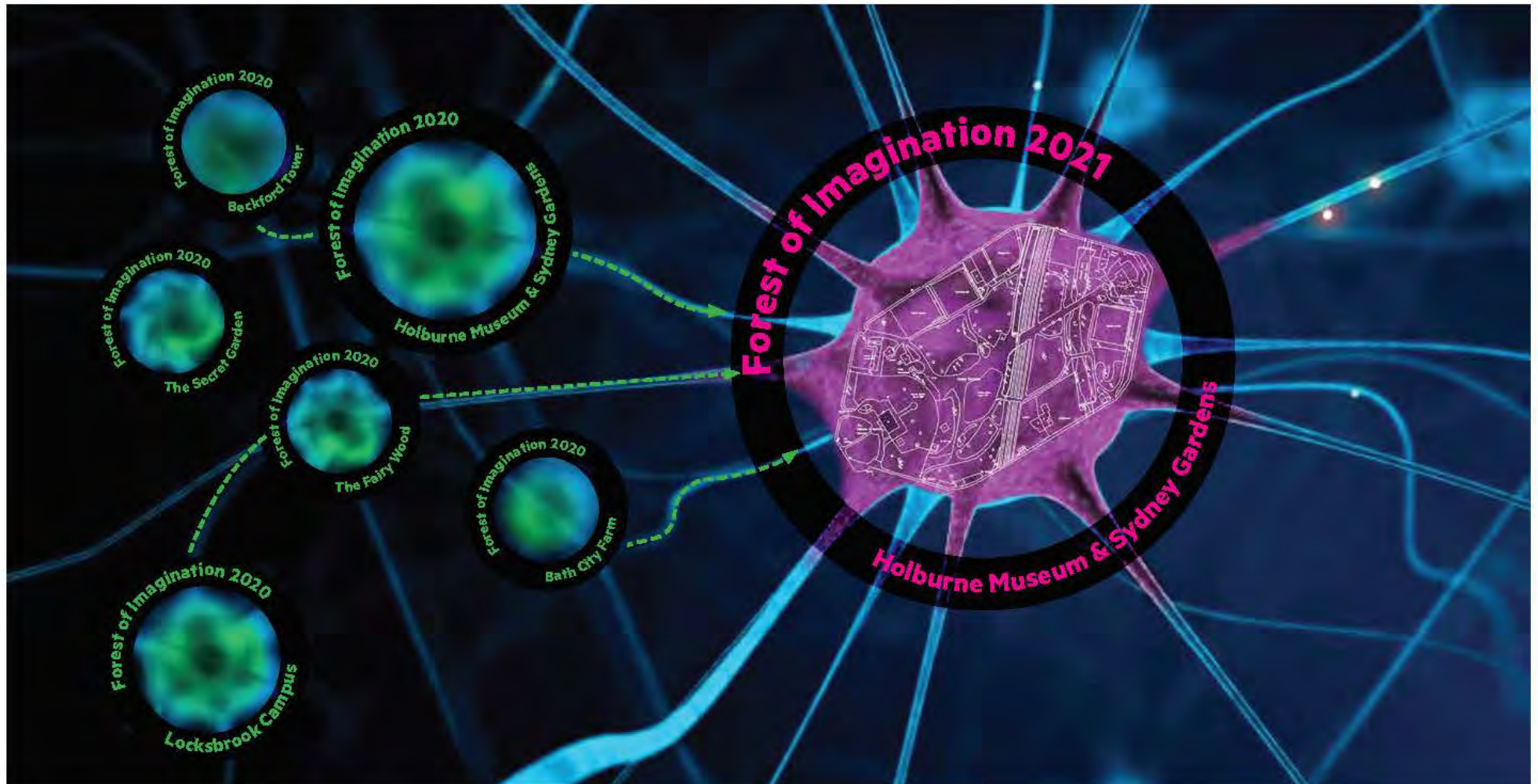
Forest of Imagination 2020 & 2021

After 6 successful years delivering Forest of Imagination events in Bath we feel it is time to properly embed FOI into the longer term identity of the city. Our ambition is to establish FOI as a showcase for the creativity of the city whilst inviting internationally significant artists and designers to help raise the international profile of FOI and creative Bath.

We recognise this will need time to plan properly so in 2020 we propose to use FOI as an outreach research and learning event leading to a more ambitious concept for 2021 which would be the precursor to a more settled future for this project.

In the context of the Climate and Biodiversity Emergencies we would like the future FOI events to take a more radical response to these issues and create a positive response in Bath leading to a more global influence.

A 2 Year Plan



Forest of Imagination 2020

Landscape City - Gathering Perspectives



Forest of Imagination 2021

Landscape City - Finding Solutions

Linking Forest of Imagination 2020 to Forest of Imagination 2021

In 2020 the objective is to gather different perspectives about our Landscape City from the selected locations. The research, ideas and thoughts gathered during 2020 will then be developed and explored further in the 2021 event.

The 6 locations offer opportunities to explore different themes:

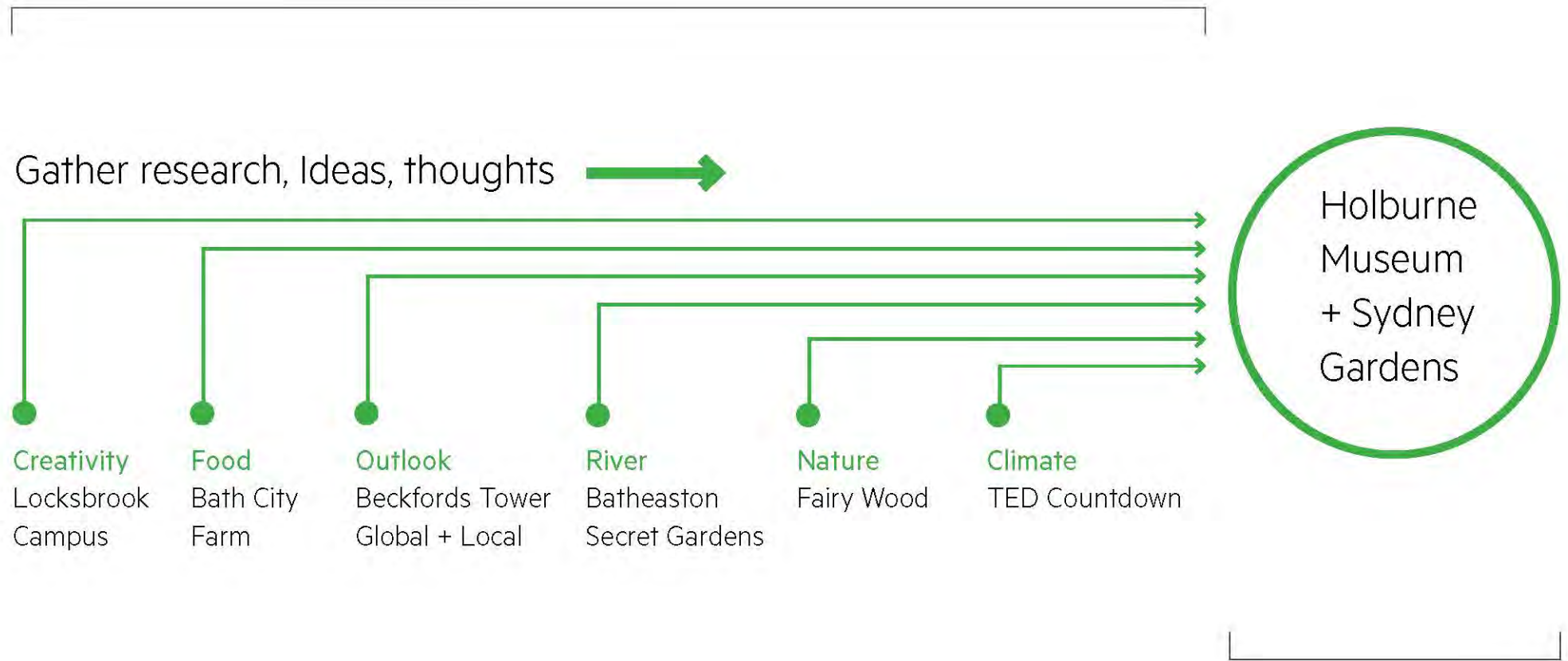
- **Locksbrook Campus** – Creativity
- **Bath City Farm** – Food
- **Beckfords Tower** – Outlook from the City
- **Fairy Wood** – Nature
- **Batheaston Secret Garden** – River
- **TED Countdown** – Climate and Biodiversity

In addition to the House of Imagination workshops at each location, the intention is for several of the major artists and designers who will participate in 2021 to engage with schools and students during 2020. For example;

- **Tania Kovats** – work with students from BSU School of Art who will gather research on history and environment of the River.
- **Morag Myerscough** – work with students from BSU School of Design (3D Design) to develop ideas and prototypes for the 2021 Holburne installation
- **Andrew Amondson** – work with students from BSU School of Design to develop prototype and ideas for the Living Tree installation
- **Martyn Ware** – work with students from School of Music and Performing Arts gathering sounds and ideas for the Sonic Green Time Machine
- **Sophie Thomas** – work with a local school to explore waste and plastic leading towards Broken Ocean 2 in 2021

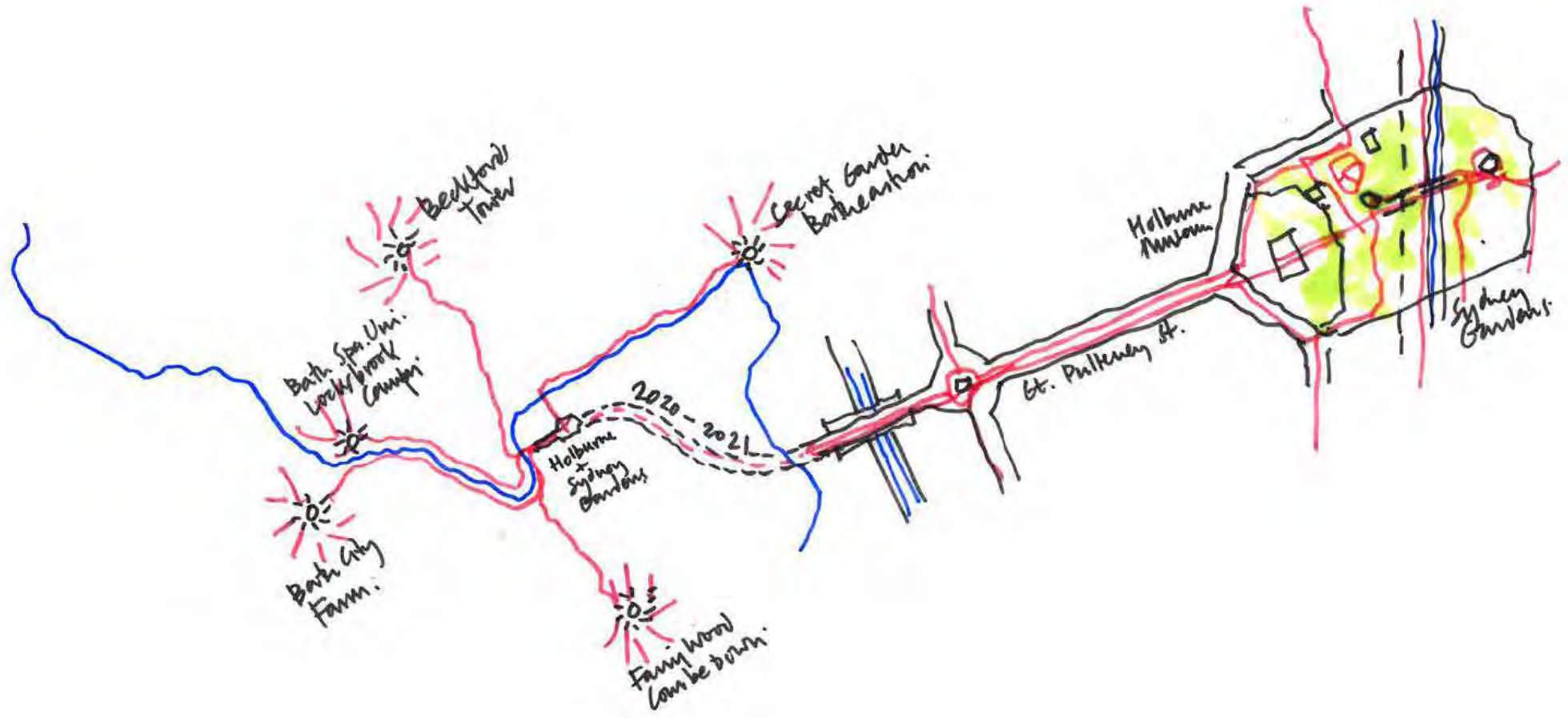
Forest of Imagination 2020

Landscape City - Gathering Perspectives



Forest of Imagination 2021

Landscape City - Finding Solutions



FOI 2020 - Landscape City

Gathering Perspectives

FOI 2020 celebrates the Creative City as a beautifully inventive place. This year, rather than use a single location over 4 days for the Forest of Imagination, we will take the event to multiple locations across the city that we have yet to reach, often in areas of deprivation or with particular challenges and opportunities.

We will present creative and learning responding to each local environment, engaging with communities through schools and other organisations including local groups. Through workshops and artistic activities on environmental and creative themes, we will raise awareness about how local action and education can engage more with the environment.

We will capture ideas and creative responses to these different spaces that can inform a more ambitious event at the Holburne Museum in 2021.

Locations 2020

Locations include:

- Bath Spa University's Locksbrook Campus
- Twerton/Bath City Farm
- The Secret Garden at Batheaston
- Fairy Wood at Combe Down
- Beckford's Tower
- TED Countdown event on 10.10.2020

Each of these locations offers a unique environment and setting for FOI events which reflects the diversity of the landscape, culture and character of the city. The River connects the Locksbrook Campus and Batheaston and could become the focus for a significant connecting artwork by a leading international artist that highlights the importance of the river and water to the character and identity of the city. The other locations sit on the hill tops around the valley providing very different outlooks and perspectives of the city.

Locations 2020



Travelling Forest



The proposal is for a 'Travelling Forest' that is taken to each of the venues for one day pop up workshops, research and gathering of ideas. These will generate the seeds of ideas to be developed further through the year and to be delivered in 2021 as a mature and integrated festival located at the Holburne Museum.

Travelling Forest

The 'Travelling Forest' will incorporate an extraordinary demountable and portable 'House of Imagination' which will host a series of workshops with varied artists. The intention is for different artists to participate at each location adding variety to the experiences and optimising the opportunities for local artist and inclusive local community involvement. Site specific art installations will be developed for Beckfords Tower and the Batheaston riverside site and some artists scheduled for larger commissions in 2021 will start to engage with students and schools on their projects.

Reinforced by involvement from Climate Action groups/ individuals, City to Sea, FACE, Extinction Rebellion Children, teenagers, families and adults (from 0-100+) from all backgrounds the 'Travelling Forest' will respond to themes around the environment, nature, creativity, imagination, health, wellbeing, engagement and community - generating interpretations from school children, local residents as well as from local and international and renowned artists and designers.

This year's FOI will be launched with an evening event at the Bath Spa Uni. Locksbrook Campus involving talks and provocations by leading local and international artists and environmentalists.

2020 Artists

Launch event at Locksbrook Campus

- Toby Thompson to launch event with spoken word piece.
- Tania Kovats Interactive talk
- Kate Mason Big Draw involvement 2020 and larger event 2021
- David Almond

Travelling Forest

Piers Taylor, Charley Brentnall, Grant Associates to work with FCBS Studios to create a pop-up House of Imagination that is transportable to different locations 2020. Patchlarks (Oliver Wallace) to curate and facilitate the interactions at each location

House of Imagination workshops

Different artists selected from following list to be involved at each FOI location

- **Andrew Amundson** - The Living Tree – will involve school/ community workshops 2020, leading up to a winter installation and re-imagined structure for 2021
- **Anna Horton** – Future Playgrounds – working with schools to develop ideas for imaginative play spaces
- **Clare Day** - Gifted Forest - unwanted artworks to be reassembled and re-imagined into different landscapes.
- **Matt Leece** - developing workshops with an artists' project in Indonesia to combine elements of different cultures – drawing/ making focus
- **Lydia Halcrow** - FACE will create an interactive 3D board game with children playing the parts in the game and learning how our ecosystem interconnects
- **Marian Hill** - Buzz and Scuttle illustrates insects in our local environment, involving a collage workshop / survey to build a map of Bath's insects
- **Amber Davies**– creating an interactive map about the environment for Bath
- **Funda Kemal** – Architecture Is - ideas will focus on water / springs and a city for well being
- **David Almond** - "Wonder" storytelling space
- **Helen Lawrence** will create an edible pop-up forest with related workshops with young people at Table Cookery School
- **Trees of Hope** - performances, workshops and presentations themed to the Trees of Hope project

Site specific installations

- **Alison Harper** – The Parliament of Trees project focuses on a respectful relationship with our natural surroundings and will take place around Batheaston
- **Martyn Ware** - Sonic Green Timemachine a sound installation involving the local community, a time machine drawing on historical and geographical contexts
- **Luke Woodbury** - Electric Eels is an installation of submerged LED strips in the river which will be triggered by people walking by
- **Mitch Turnbull** – creating AR headsets with animated abstract motifs, can also be projected onto buildings triggered by a beam and with information, engaging people through sounds in the natural world. Note Penny Hay and Mitch Turnbull are working with Artswork Media Y3 students to create 360 film for FOI
- **Jess Palmer** –Proposals centring on the theme of 'connectivity' to build the idea of a creative city landscape: Urban Treescape installation, Under the Bridge school workshop.
- **Perry Harris** – FOI Illustration

There will be a call for artists' workshops via House of Imagination 2020 and 2021 and a linked schools programme.

Travelling Forest Patchlarks

The Lost Explorations of the Wandering Wonderer

Moving through landscapes is to discussing ecology what a poem is to an encyclopaedia entry, it's how we build up a relationship of feeling rather than knowing. For Mary Oliver, Nan Shepherd, Maria Kalman, Robert McFarlane, Bilbo Baggins (ha-ha) and many more beside walking, or maybe more accurately wandering, has brought them into new relationship with the world one step at a time. In Flann O'Brien's novel *Third Policeman* the impact of one's feet upon the ground brings something of the road comes up into the soles of your feet and something of you travels down into the road – you become more road, the road becomes more you... Imagine!

And children's relationship to movement is more magical than most adults, just ask them about their shoes and you will soon find out. If there is one thing I know almost every young person has an opinion (or at least can have a bit of a chat about) it's their shoes – just think about all the things they do in them. Run and jump and climb, dance, show off, step in poo! ... they are comfortable or uncomfortable, flashy, speedy, hard to do up and they are with you all the while that you explore this glorious world of ours, the interface between our bodies and the Earth.

OK so with all this in mind drawing on Patchlarks' long experience of inspiring story making, bravery and curiosity in children

through a combination of props, provocations and performance we will be arriving in the guise of explorers from the Society of Wandering Wonderers. Invoking the memory of the great Wandering Wonderer as our inspiration we will be trying out a range of ways to investigate the landscape through movement, seeking stories, poems and contemplations along the way.

Alongside this we will be recording one-on-one interviews with young people about their shoes for our Podcast Interviews into Shoes. These will be edited into 2 minute episodes and published as a real podcast, it will be an excellent chance to engage young people in a subject which, no matter their age, they are indisputable the world's leading expert on: their own shoes.

This year artist-educator Oliver Wallace will come to each location to run a series of adventures across the day, and record interviews in between, and for 2 days we will have an additional artist educator to create a higher impact presence and/or run school class workshops at 2 of the events.

After June we will collate the stories and interviews we have discovered which will become a part of the second year – a new mythology of exploration and adventure from the Wandering Wonderer's exploits in bath.



Travelling Forest

Lost Robot

Playable benches for urban spaces

Ruby Jennings and Joseph Wilks will be installing a prototype of their soft robotic bench at each of the locations.

Ruby has been building and designing large-scale outdoor interactive public arts and theatre sets for nearly a decade, and co-artist Joseph Wilk is a well-known programmer and digital artist with a specialism in working with people with disabilities.

We are concerned about outdoor urban spaces adapting to an increasingly uncertain environment - to extremes of hot and wet. Our spaces need to stay public owned, inclusive and welcoming. We also worry that there is a danger that in creating the "smart city" are creating an increasingly 2 tier society with only those with the money or physical ability to access the technology able to fully enter or enjoy public space.

Soft robotics can allow us to create malleable street furniture that can help us adapt urban spaces to counter the effect of climate change whilst providing safe, inclusive, outdoor spaces to work, rest and play. We are looking to address this using organic design as a basis to create benches that can give shade, fold and unfold, collect rainwater and host vertical gardens providing a home for o2 producing plant life. We could grow edibles allowing us to both help feed and educate the community in local growing. Created with a steel substructure and moving parts above head height we would make a space that was safe to use, strong and adaptable.



House of Imagination

Andrew Amondson

The Living Tree

A scalable Christmas tree for public spaces, made up of smaller potted trees that are later planted.

Every year, around the world at Christmas time, giant evergreens are cut down, dragged into the cities and put on display in our public spaces. At a time when we need them most, these ancient, life giving, carbon-storing trees are being eliminated for a few weeks of celebration. Instead of cutting down one of these noble giants, why not plant 100 or even 1,000 trees?

There are few symbols that stir our memories and captivate our imaginations like the Christmas tree. Imagine how inspiring it would be to stand under a Living Tree and realize that it hasn't been cut down, that it is alive! A scalable Christmas tree for public spaces, made up of smaller potted trees that are planted after the holidays. Instead of the irresponsible consumerism that is typically connected with the holidays, the Living Tree makes a hope-filled statement about giving, with future benefits for our planet and its people.

Design/Experience

The idea is simple, yet it does something profound by taking a familiar form and filling it with new meaning. The Living Tree's scalable structure is adaptable to any given space, from Brandenburger Tor to Rockefeller Center. The interior space can also be adapted for a "The hidden life of Trees" experience. (Forest Soundscape, Christmas light starry sky, interactive learning material.)

Animation - <https://vimeo.com/305307548/c9d63ff8f6>

Education

Perhaps most exciting is the potential for the Living Tree's educational outreach. Working together with cities, institutions, and schools to develop learning/foster program for the trees; maximizing the project's carbon offset as well as cultivating our relationship with nature. For example, the individual trees could be decorated at schools throughout the city before their installation and returned to these same schools to be planted and cared for after the holiday season.



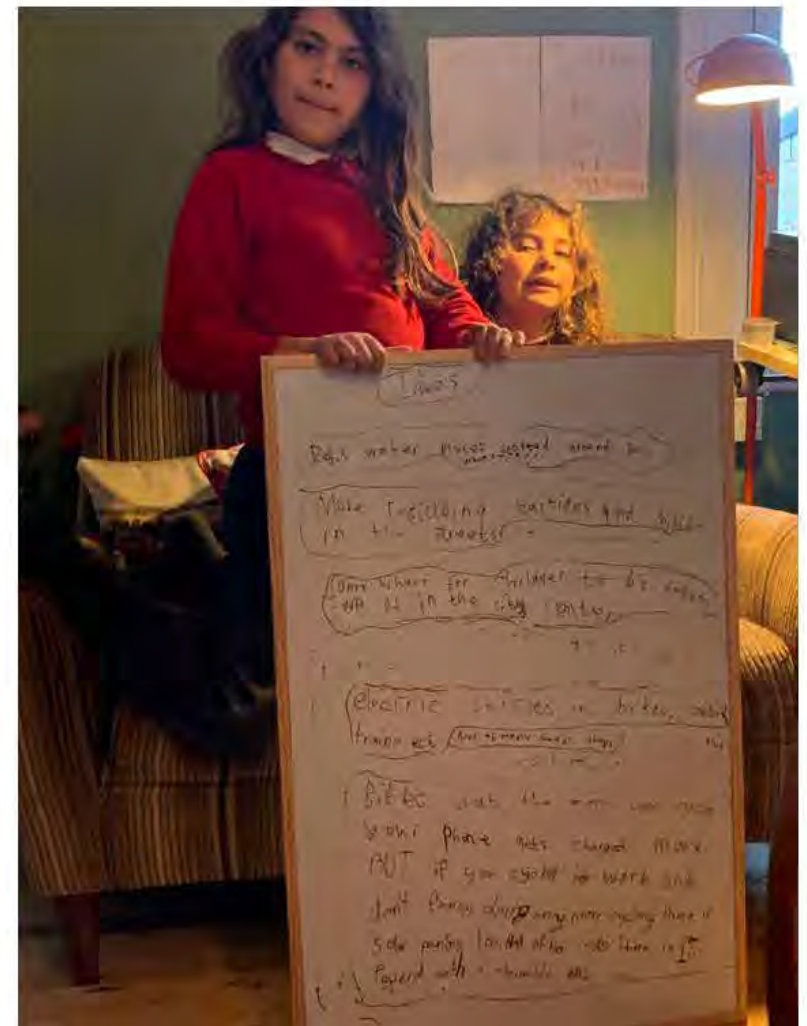
House of Imagination

Funda Kemal

The Writings on the Wall!

This workshop will inform a light art installation that will project children's advice on how to tackle climate emergency on the walls of major historic landmarks in the City of Bath to be viewed from public spaces. The projections will be animations that evolve from words into plants re-wilding the building facades to depict what will happen if we ignore the voices and needs of future generations. It will show graphically how futile building preservation could be in the face of catastrophic climate change!

The project is inspired by Yasi aged 10 and Safia aged 7 who wrote on their whiteboard at home suggestions for how we can all act now to do small things to reduce carbon emissions and waste!



House of Imagination

Clare Day

Gifted Forest

The idea is to gather unwanted and rejected artworks (working drawings, experiments, doodles, words, trial prints etc) from fellow artists, and from the Bath Spa University community and the Forest of Imagination community. I will then tear, reassemble and stitch together the paper into landscapes that can be reworked and drawn over.

This part will be done in advance of the event. The stitching together is symbolic of the ethos of how ideas come together in Forest of Imagination and in creative communities to form a whole which is then reworked. It also reflects landscapes where different uses and environments sit side by side.

During Forest of Imagination, these big composite landscapes will be laid out, for example on the floor in the middle of Locksbrook Campus, or outside under the trees, or in participating schools, and turned into imagined forests by visitors.

They will be given some questions to think about whilst drawing, for example:

Where could we plant more trees?

How do trees change a landscape?

What does your favourite tree look like?

How could you live in a tree?

What does it feel like to be a tree?

Why are trees important?

What might be hiding in the trees?

What is the story of the trees?

Finally I would ask; Who could we gift your ideas to?

This reworking of the artwork is symbolic of how the younger generation is finding imaginative ways of rethinking the way we currently live in light of climate change.

The drawings would then be rolled up like scrolls and regifted to/exhibited in various locations after the event.

I wanted to call it the 'Gifted Forest' because I like the re-appropriation of the word 'gifted'. Creative ability has sometimes been seen as a 'gift' for a select few, when we know that it is in fact a gift that we all have.



House of Imagination

Anna Horton Cremin

Future Playgrounds

Future Playgrounds looks to create for opportunities children and their adults to build new worlds and imagine their future environment together. Allowing children to unpick key themes that contribute to the climate crisis and their future world through play.

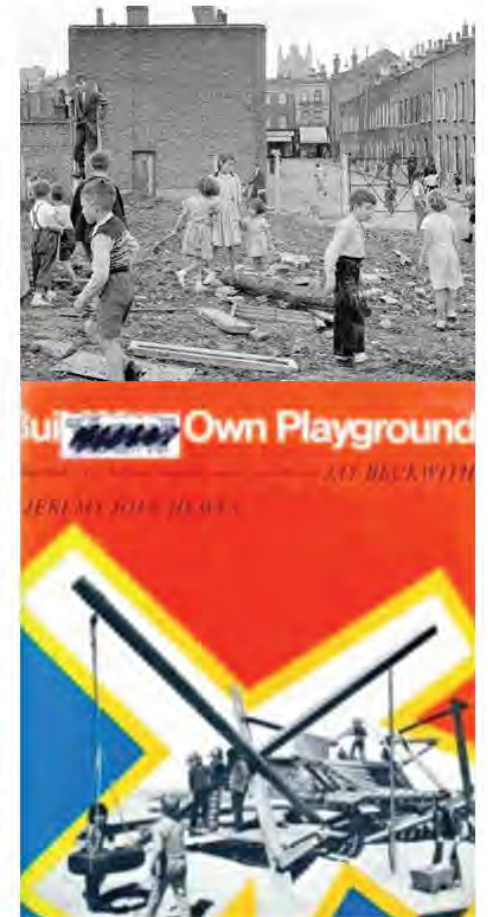
The first adventure playgrounds were built in the rubble of bomb sites and in leftover ruins after WWII. They were built by children from materials they found - designing and creating new spaces out of the destruction and dereliction. These acts of building and playing started the adventure playground movement, allowing children to take risks and create their own worlds.

Adventure playgrounds are radical spaces where children can learn and make sense of the world. In 1960s and 1970s this movement rubbed shoulders with the activist and protest movements for change. I want to take this act of building from the destruction and use the concept to allow us to think about our future world. What will the ruins of the future be? How can we build hopeful futures out of them? How can

we build new playgrounds for the future out of these ruins?

For FOI 2020 I will work with local school group to develop a loose parts playground that enables us to think about our future world. The materials used will consider our physical footprint and in particular the circular economy of materials and objects and their life cycles. Materials and objects could be sought from residents and businesses in the local area, promoting this concept as well as looking at what resources are present in the chosen site for the festival. I would be interested in discussing with FOI team about which site would be most suited.

Working closely with students we would create a new playspace which will have the scope for children and their adults visiting the festival to change and be add to during the FOI 2020. This process would capture their ideas and concerns when thinking about our future world. These ideas would then feed into the larger scale playground for FOI in 2021 that explores these issues in more depth and allows children and their adults to further build and create together. There is an opportunity to work over a longer period of time with the school for the larger scale work in 2021.



House of Imagination

Matt Leece & Budi AgungKuswara

Tree Ceremony Workshop

This project is a creative intervention taking its inspiration from traditional ceremonies and rituals related to trees and natural vegetation in Indonesia and the United Kingdom. By reframing, we aim to engage with a 21st century youth and exhibit their relevance in today's world.

Every six months in the Balinese calendar, "Tumpek Uduh" is a day for the natives to show gratitude towards the trees and natural vegetation as a source of support for human life. On this day, offerings are made for the trees, and people will talk to the trees in order to renew their connection. Although this festival and others like it are still actively celebrated in Bali today, the younger generation struggle to relate to relevance in their everyday lives.

In some instances, in the UK we have lost our connection with nature all together, despite our rich history of ceremonies and traditions relating to trees, plants and harvest. For example, Wassai, coming from the Old Norse term "ves heill" meaning "be healthy", involves the community gathering around a fruit tree in early January to sing, dance and

bash pots and pans to awaken to tree spirits to ask them for a good harvest.

In today's world with climate crisis and global warming, these celebrations are now more important than ever as a reminder for humans to express gratitude so as to establish a positive relationship with nature. Art serves as a catalyst to convey traditional values, and will take on a role in bridging the gap between ancient philosophy and the understanding of the current generation.

Aims

- Draw attention to the relevance of traditional ceremonies in today's world.
- Connect with traditional knowledge and other cultures.
- Create discussion around global warming and the climate crisis.
- Use imagination to communicate ideas through spoken word, music and dance.
- Use imagination to communicate ideas visually through the creation of a mask.
- Learn about the photographic printing process of cyanotype.



House of Imagination

Matt Leece & Budi AgungKuswara

Charcoal for Children

Charcoal for Children is an annual series of free workshops for children based on the Cush Cush Gallery in Bali, Indonesia. Children get to meet with people from various creative industries such as artists, designers, architects and performers, to collaborate together.

Charcoal for children was first established over workshops in 2016 and 2017, involving creating charcoal from Cush Cush Studio off-cuts. Children worked collaboratively with artists to create a series of paintings/drawings that were then displayed in a final exhibition

In 2018, this was further developed with performance artists Papermoon, Kawamura Koheisai and Monez & Ninus working collaboratively over a series of workshops to create three new performances.

Most recently in 2019, Charcoal for Children returned to the studios off-cuts to create a series of modular systems, engaging children in design and architecture by working with Architects Venty Vergianti + Maria Yohana Raharjo, interior designer Benson Saw & DesignStream and Designer Maker Budiman Ong.



House of Imagination

Marian Hill

BUZZ & SCUTTLE

Part collage workshop, part survey : create your own insect collage, share your sightings and help us build a map of Bath's insects. Identify, protect & celebrate our city's biodiversity.

Aim:

A collage workshop of indigenous insects, with tales of their fascinating behaviours and favourite places to hang out. This fun and gentle activity introduces ecology through making, whilst also gathering data & inspiring the next generation of insect enthusiasts.

Method:

Families will be greeted by an array of larger than life insects lovingly collaged & laser-cut by Marian, with lots of insect facts and piles of discarded magazines to collage with. Participants will have the opportunity to collage their own insect, share insect sightings/stories & take part in the Great Garden Survey - a simple habitat quiz that will help Marian with her research and expand the scope of the project.

Marian will be on hand to guide children through the collage process. Buzz and Scuttle is building links with Avon Wildlife, Bathscape, Blooming Whiteway and the Natural History Museum in London.

Project Background:

Marian Hill works as an illustrator/artist and tutor of illustration at UWE Bristol. Specialising in collage for her commissioned work, she has produced illustrations for many publishers, magazines & was selected to design a Royal Mail postage stamp for the London Paralympics in 2012.

Observing the developing ecological crisis has filled Marian with deep concern & provided the impetus to create a project which uses both teaching and illustration skills to help make a positive difference & protect our local wildlife in Bath and the surrounding area.

This year Marian has begun collaging as many indigenous British insects as possible, particularly species found in her home city Bath. She plans to use these illustrations as teaching aids so that school children can learn to identify and understand the extraordinary insects which are living right under their noses.

Marian's aim is to rollout the project and involve as many local people as possible, so that residents of Bath are aware of how much power they have to encourage and nurture wildlife within the city. Marian would be thrilled to bring Buzz & Scuttle to Forest Of The Imagination. It would be a fantastic opportunity to engage with a wider audience and make the project more visible to the people of Bath.



House of Imagination

Helen Lawrence and Table Cookery School

Edible Forest

Learn at the table, Eat at the table, Cook at the table Creation.... invention....innovation.

Proposing a series of pop up workshops for all ages, in and around Bath. Sites to include Demuths (soon to be Table cookery school), Castle farm, Bath City Farm, Fairy Wood, Holburne gardens. Cooking and gardening/ foraging/picking that are connected to it, are therapeutic, creative and expressive activities.

Cooking for young chefs: Exploring fun and creative ways to prepare delicious plates of food. Inventing new dishes.....No more "don't play with your food"we encourage it!

Edible table: creating edible images and sculptures, thinking outside the box, developing innovative wild ideas of ways to make edible art.

Culinary arts: exploring chef techniques for creating plates of food as mini works of art.

Outdoor cooking: from garden to plate, on site gardens, simple ways to make and cook food outdoors. Establishing a connection to plants, both wild and cultivated and exploring creative ways to prepare them. Edible Bath, foraging expertise, learn what's growing in and around our city, what's edible and how to cook it.

Cooking for families and communities: bringing families together to pick veg, cook veg and eat veg. Cooking to bring Communities together, developing connections and relationships, improving life skills, exploring creative processes while engaging all the senses.



House of Imagination

David Almond

Wonder

Calling all imagineers! For the duration of Forest of Imagination, the team behind WONDER will be running a space that promotes the freedom of imagination and celebrates visual literacy.

Patron of House of Imagination and award-winning author, David Almond has written the first line of a story inspired by this year's theme of tinkering and invention. All children (and adults!) will be given a star to draw or write a continuation of the story. Told in words or pictures they will celebrate the diversity, freedom and gift of imagination. Over the weekend these will be hung up in the space/displayed on a wall for everyone to enjoy and share.

This activity will be manned by volunteers (authors, illustrators, librarians, teachers and bookworms) and will aim to celebrate imagination for the sheer pleasure of adventure, art and story.



House of Imagination

Trees of Hope in Collaboration with WOMAD

An Eco-Educational Project

Performances, workshops and presentations themed to the Trees of Hope project which supports local communities in rural Zimbabwe to plant and safeguard trees whilst raising awareness of how essential trees are to our safe future in a thriving ecosystem.

In rural Zimbabwe there is no separation between community, music and landscape. Traditionally music and dance hold a community together as they live in partnership with the land.

This understanding is fundamental to the healthy ecosystem of which the trees are a part. And the loss of this understanding is what leads to the kind of deforestation we are now seeing around the world.

Our performances centre around traditional mbira music from the Trees of Hope community in rural Zimbabwe and include dialog about how this music relates to land and community through ceremony and celebration

Our workshops offer an opportunity to experience this music, its songs, rhythms and dances, to learn about the project and explore creative responses with reference to land and community in the UK and beyond.

We are keen to collaborate with other artists, young people, and communities, to create links with artists, young people and communities in Zimbabwe and explore avenues of exchange and ignite imaginations.



Site Specific Installations

Alison Harper

A Parliament of Trees

2019 seemed to be the year when political power was again wrested away from the natural world. 2020 needs to be the year when power is given back to nature.

The Parliament of Trees project seeks to draw out the wisdom and the potential of nature to influence our behaviour and reinstate a caring and respectful relationship with our natural surroundings. It seeks to question and redress the balance between humankind and the natural world. A situation which, in these anthropocentric times, is still tipped towards the hubristic human who continues to wreak havoc on our natural systems, both earth-based and air-based. Climate change and its impact emphasises the need for a redrawing of these relationships and this project questions ownership and responsibility towards our natural world, and promotes a shift in our relationship with the biosphere.

This project draws on two main sources of inspiration, the poem *All nature has a feeling*, by the 19th century poet John Clare, and an examination of the Charter of the Forest, passed two years after Magna Carta, in 1217.

*All nature has a feeling: woods, fields, brooks
Are life eternal: and in silence they
Speak happiness beyond the reach of books;
There's nothing mortal in them; their decay
Is the green life of change; to pass away
And come again in blooms revived.
Its birth was heaven, eternal is its stay,
And with the sun and moon shall still abide
Beneath their day and night and heaven wide.*

John Clare 1845

The Charter of the Forest, which was legislation passed in the thirteenth century (1217) and believed to be the world's oldest environmental charter, re-established the rights of access of commoners to the royal forest that had had access inhibited and eroded by William the Conqueror and his heirs. The last remnants of this law were still on the statute books in 1971. In a modern context it emphasises localism and how people used the forest to feed themselves.

The project takes the form of a living, mobile performative artwork, people, children, babies, perhaps a few shrubs/flowers and ... trees! We will walk, talk, eat and drink, make music, taking our trees with us, between sites on the eastern edge of the city. A perambulating garden, or moving forest garden on trolleys and trailers, pulled by hand. The trees will be treated with care and unloaded at each site or station, to impart their wisdom - perhaps in a circle or semicircle, as appropriate. At each site there will be creative activities, readings, discussion and music. (contact: Brian Madigan local musician/composer, will be troubadour for the day, also choir Bathampton) They will then be re-loaded, some left behind to be planted, and taken on to the next site. Participants may join and leave the procession/walk at any time.

- The launch of the project takes place at the Community Orchard that Joanna Wright is establishing on the site of the allotments above Larkhall. (contact Cllr. Joanna Wright)
- It then moves down the hill and crosses into the little park at the end of Brookleaze Buildings. This is currently a sad little park, consisting of a blocked off small play area, mainly grass and at present the council is in consultation with local residents as to how best revive and improve this space. (contact Cllr. Paul Crossley)
- It then moves up the hill to Alice Park Community Garden, a garden set within Alice Park, (contact APCG committee)
- It will then cross the London Road and visit Undercliffe Community Garden betwixt the railway line and the Kennet and Avon canal where vegetables are grown and supplied to local people.
- It will then move along the canal, passing the George and St. Nicholas Church, onto the riverside path which runs alongside the River Avon
- towards Batheaston. We will stop at the willow dome, for refreshments and a possible slow postcard workshop with Victoria Wells?
- The project will end with a visit to the Secret Garden in Batheaston, for a final small celebration of making, of music, song (contact Batheaston Garden Group committee, Batheaston Parish Council)
- Documentation of this project through images, video and sound will be a crucial part of this project, in order to disseminate and inspire others.

Site Specific Installations

Jessica Palmer

Urban Treescape

Recyclable, participatory, accessible and huge fun, the Treescape will make a strong visual impact and provoke a conversation about the city space.

The Urban Treescape runs throughout the FOI 2020 weekend and is intended to be an installation at the Locksbrook Campus. This installation is entirely made from recycled reclaimed cardboards of a wide variety of textures, weights and hues. Developing the theme of the city in the forest, this is a 3D manifestation of the Creative City in the form of an organic and growing tree of urban construction made from the material of the moment.

Each room or space interconnects with its neighbour. Elements can be figurative or abstract. They can include words, windows, towers, ledges, roofs, arches, faces, animals, chimneys, bridges. Urban Treescape will bridge the ideas around the Creative City, and the hidden city, to our urgent need to surround and infuse our cities with the planting of trees.

I will make the first stages of the Treescape trunk and branches in my studio.

The piece will either grow in the Locksbrook foyer (in bad weather) or it can spread its branches and roots on the Locksbrook Campus outdoor area. There will be an on-going workshop/build of the Urban Treescape throughout FOI 2020, engaging school children, families and adults so that the Treescape grows and spreads by attaching each individually crafted space.



Site Specific Installations

Luke Woodbury

Electric Eels

Inspiration for this installation originates with the wall ornamentation on one of the gateways of the eastern wall of the Secret Gardens in Batheaston. The sculpture would quite clearly appear to be that of an electric eel complete with comic book lightning bolts. I found this interesting considering the electric eel is a native species of South America and would not be found locally, and to date I have found no reference to the stone work through preliminary internet research.

Our native eel, however, should be present in the Avon, but has had a hard time due to human activity and numbers are down over 90% since the 1970s. The Bristol Avon Rivers Trust has worked with schools on its 'Eel in the Classroom' project whereby they raise baby eels in a tank and then release them into the Avon in the summer. I would like to use eels as a starting point to explore the theme of loss of habitat and wildlife and create an interactive installation and supporting activities.

Submerged LED strips will be sunk into the river which will then be used to simulate the silvery flash of a passing fish, or in our case eel. - Participants will be able to trigger these LED animations via various inclusive inputs which are to be decided, but could include gestural sensors, motion detection or mechanical means of generating electricity such as hand cranks or use of a bicycle as the location is on a cycle track. - I would like to contact the Rivers Trust to see if they would be able to run a classroom

project such as 'Eel in the Classroom' with Three Ways School and perhaps others if possible. If this needs funding I will look at crowdfunding options or fundraising activities. - LEDs most likely powered via battery or mechanical generation, though there is power availability if needed.

This installation is intrinsically linked to the Secret Gardens riverside location in Batheaston. I have spoken to Andy Lea of Batheaston Parish Council who are responsible for this whole site and they are very keen to be involved and seem to be very accommodating. They also said that the Bathampton side would very likely be similarly disposed. Transport links are good to this site with the canal path running into Sydney Gardens, a bus stop right outside and river and canal ferry options. Accessibility is also good and there is a car park, which they are willing to close if need be, a toilet block which includes a small kitchen and electricity could be run from it. Andy Lea also mentioned that they are planning a better pontoon area than the current concrete steps which should be installed in spring and may be helpful. Only small boats and paddle boards are used in this section of river so as long as we don't block their passage or set up a situation where children are at risk of falling in the river then we should be ok. It may be that we want people to experience this installation from the footbridge that runs over this section of river, but this will be determined in research.



Site Specific Installations

Martyn Ware

SONIC GREEN TIME MACHINE

As would befit a city steeped in rich historical interest, we propose creating a 'meta' installation which will embody the 'soul' of Bath, allowing the possibility for expansion and enrichment in potential future iterations. We envisage a 30 minute looping 3D soundscape which will be rich in content and meaning, whilst hypnotically engaging the listener.

Many of our most successful past projects have incorporated several key elements – namely sound in physical three-dimensional space, historical and geographical contexts, and a sense of playful extrapolation of current themes into the future. There will be several elements to the sound installation:

- Historical research into significant periods of Bath's history, identifying specific characters which would 'iconise' and, using voiceover artists, reanimate the observer's imagination. The involvement of local historians, museums and local archives and media would be of great use in the research phase.
- A three-dimensional physical sound installation at a site to be determined – ideally as central as possible in the city of Bath and/or with a view overlooking the landscape. The location of multiple 'stories' within the 3D soundfield would be in the correct geographical locations in space relative to the observer's position. Several of the locations identified in the meeting on 09/01/20 would be suitable – in fact any with views overlooking the landscape.
- As part of the sound installation, imaginary stories from the future will create a magical sense of engagement, encouraging listeners of all ages to imagine for themselves how their own narrative may develop in this evocative city. The stories will be orientated towards the theme of the 'greening' or 'rewilding' of the urban environment
- A world premiere orchestral/ synthetic composition by Gabriel Ware and Martyn Ware will create an emotional bedrock to enhance the beauty and impact of the composition.
- Incorporation of a 'time machine' historical examination of previous green area of now built-up Bath – compare and contrast



Site Specific Installations

Mitch Turnbull

EarthSongs

A mixed reality, interactive experience celebrating wild soundscapes using the Magic Leap One spatial computing device*. Created and produced by Bramble Media Ltd.

EarthSongs Magic Leap mixed reality experience delivers a unique, creative and immersive exploration of wild soundscapes utilising mobile and spatial computing technology and beguiling 3D interactive digital imagery. The experience features individual sounds from Papua New Guinea rainforest.

It's delivered through a Magic Leap One spatial computing device, in a designated enclosed interior space. The abstract interactive motifs are computer generated animated 3D artworks, each one inspired by the characteristics (colour, shape, form, movement and behaviour) of a creature from the Papua New Guinea rainforest.

The aim of the experience is to enthrall and enlighten a diverse audience whilst inspiring a deep and personal connection to the natural world in a new and intuitive way.



Site Specific Installations

Mitch Turnbull

EarthSongs

A projection mapping, interactive experience celebrating wild soundscapes. Created and produced by Bramble Media Ltd.

EarthSongs projection mapping experience delivers a unique and creative exploration of wild soundscapes utilising large-scale projected abstract digital motifs that represent individual sounds from the Papua New Guinea rainforest.

The motifs are individual artworks, each inspired by the physical characteristics (colour, shape, form, movement and behaviour) of a bird from the Papua New Guinea rainforest.

Three different motifs can be projected onto a large-scale exterior or interior wall at different set times. The animated images are supported by event speakers. Each motif has an animated but "dormant" phase catching the eye of passing public. When an individual walks past a laser trigger, the motif switches into "live" phase - its animation becomes more dynamic while the call of the bird is played through the speakers. During the "live" phase, a second smaller image is projected onto the wall at eye level, with general information about the bird the featured motif represents as well as facts about threats to the animal's home through climate change and habitat loss. Each "live" phase lasts about 2mins.

The aim of the experience is to engage a passing audience; to surprise, enthrall and entertain participants as well as highlight the issue of climate change and habitat loss.



Site Specific Installations

Simon Taylor

Poster, Forest, Flux

My current work explores our relationship with nature and how it can make a positive impact on our mental wellbeing. The modern world is full of distractions that remove us from being in the present, this significantly affects our health, both physically and mentally. However, if we can find a place or space of stillness and contemplation, we can then allow ourselves the opportunity to find perspective.

The aim of my explorations is to evoke a valued awareness of the natural world, for personal and connected being. The work will hopefully, at the same time, remind us of our responsibility to look after our natural environment. Through visual language, I hope to encourage a conscious re-connection with our environment and a questioning of what is important in life? The projects below explore how collectively, we can work together and promote a community of positive mental health and well-being.

Poster Project

Plant a tree, Plant a hope – Screen-printed wellbeing and environmental awareness campaign. My aim is to work with an institution like the Woodland trust, to create awareness, appreciation and a want to be in and look after our environment.

Forest Project

To create a room full of tree images printed on translucent Japanese paper. The objective is to represent the fragile state of our environment. Viewers would be invited to walk through the artwork and experience it in a tactile as well as visual way. The artwork would gradually deteriorate over time, which would become a metaphor for the ever-depleting state of our environment.

Flux Project

This is a project that was created in collaboration with Bath Mind. Viewers were invited to sit in front of these large images and then share their thoughts and feelings anonymously. With permission, the responses were presented as a book, creating a new work that was not mine, but ours – a collective voice.



Poster



Forest



Flux

FOI 2021 - Landscape City

Finding Solutions

If FOI 2020 focuses on a series of particular locations around the city then FOI 2021 is imagined as a showcase for the whole city in which creativity and the environment have a positive and transformational relationship. FOI 2021 will profile a range of projects that celebrate Bath as a Landscape City delivering innovative solutions to global and local environmental challenges.

Returning to the Holborne Museum after 2 years as the heart of the event we propose the involvement of several internationally significant environmental artists alongside a re-imagined approach to engaging the local community in the creative enjoyment and making of the project. We want 2021 to set the scene for the future of FOI as a locally significant and internationally influential art and environment project that is inclusive, generative and inspiring.

FOI 2021 - Landscape City

Finding Solutions

The 2021 FOI will start with a mass public, artist curated, promenade from the River at Pulteney Bridge passing through Laura Place, along Great Pulteney Street, to the Holburne Museum, into Sydney Gardens. This will symbolically carry the ideas and strategies and learning from the 2020 event towards the heart of the 2021 festival.

In this way FOI 2021 invites the wider community to explore the Holburne as a haven of art in an entirely new and open way, with playful, curious approaches to exploring environmental themes and looking to the future. Laura Place and Great Pulteney Street will be a temporary 'Grey to Green' promenade. Visitors to the main event will then arrive through a large colourful portal at the front of the Holburne museum, designed by Morag Myerscough in collaboration with Bath School of Design, and on through to the transformed gardens of the Museum and the regenerated Sydney Gardens beyond.

By the time of FOI 2021, phase one of the HLF funded Sydney Gardens restoration will be completed allowing the Gardens to be reimagined as a 21st Century Pleasure Garden, with a range of activities designed to inspire the imagination and curiosity in nature. By drawing focus through the Holburne, to Sydney Gardens, the canal and the space beyond, FOI will illustrate the area's potential as a contemporary 'pleasure garden' - demonstrating how contemporary art can develop identity. We will draw visitors to the canal and into the wider 'Bathscape'

with a 'living garden' narrowboat. The House of Fairy Tales will develop stories themed around the natural environment and the climate crisis.

Building on projects developed in FOI 2020 and developing new partnerships with schools around the city, FOI will bring these ideas together in new ways in 2021, inviting each of the communities and 20 of the city's schools to engage and learn more with creative education and developing their own responses to the city in terms of the environment and landscape.

With immersive installations and inclusive participatory workshops for all ages, FOI 2021 will explore the importance of nature, wellbeing, and creativity. It will highlight and promote existing city initiatives which aim to foster healthier, more creative, and more environmentally-attuned choices for residents and visitors alike. FOI workshops will take inspiration from the Holburne's diverse programming.

Within the museum's grounds, Feilden Clegg Bradley Studios will reimagine and extend their innovative, sustainable 'House of Imagination' pavilion from 2019 to house schools workshops and present a powerful line-up of speakers, activists, artists, makers and musicians from WOMAD.

Like the 2020 events, the FOI 2021 will be underpinned by a programme of involvement from leading local and national climate and biodiversity action groups working within the artist projects, schools engagements and programmed talks.

Location 2021 - Landscape City



Sydney Garden NLHF Project

2021 Artists

*Link with exhibitions at Holburne Museum
(Cezanne, Lucian Freud, Mick Peter)*

Launch

- Egg and Kilter Theatre to lead the first night promenade
- Toby Thompson – spoken word
- WOMAD artists

Installations and Artists

- Tania Kovats – River project
- Tomas Saraceno - Aerocene
- FCBS – new/repurposed pavilion for 2021
- Grant Associates - 'Grey to Green' along Great Pulteney St
- Richard White
- Alf Coles – Mirror Maze
- Clare Day - new version of Clay Forest 2021
- Jess Palmer – FOI Walk connecting across the city
- Matt Leece
- Alison Harper – Parliament of Trees mk2
- Morag Myerscough tbc
- Richard Long tbc
- Olafur Eliasson tbc
- Pipi Lottirist (with Hauser and Wirth)
- Sophie Thomas

House of Imagination artists workshops

- Perry Harris – FOI Illustration
- Environmental activists and campaigners
- City to Sea
- Wicked Weather Watch
- FACE

Tania Kovats

AVON : RIVER : RIVER

Each river has its own narrative and voice that speaks of the places it runs through. Water is a connective element in the landscape, running from one place to another. River water sculpts the landscape, carving and shaping the land it travels through as it makes its way from Source to Mouth. And the river shapes how we live too. Water is also the great solvent, and all our histories are dissolved into the memory of water.

Water is life, we build our enclosures, villages, towns, transport networks, industry and cities around rivers. Rivers are lines of connection for the movement of people, goods, songs and stories. Following a river and listening to its voice means you follow many of the stories of a place.

Avon:

This river is named with a word that means river. Its name is river river.

The river Avon is 75 miles long but doesn't travel very far; instead it winds its way around slowly through Gloucestershire, Wiltshire, Somerset and Bristol.

AVON: RIVER: RIVER

I would propose journeying along the length of the river from source to mouth to get

better accented with it.

The are for most particular investigation would be as it enters the city of Bath, travels through the city, past mills and meadows, Pulteney Bridge being the point where navigation begins, past museums, parks, stations, car parks, and supermarkets, past Dutch Island, and then leaves the city beyond factories, Locksbrook and flows back to meadows.

I would look to the way the river is woven into the story of the city, the economic use of the river to export Bath Stone for example – and there will be many other stories and narratives to follow along the river.

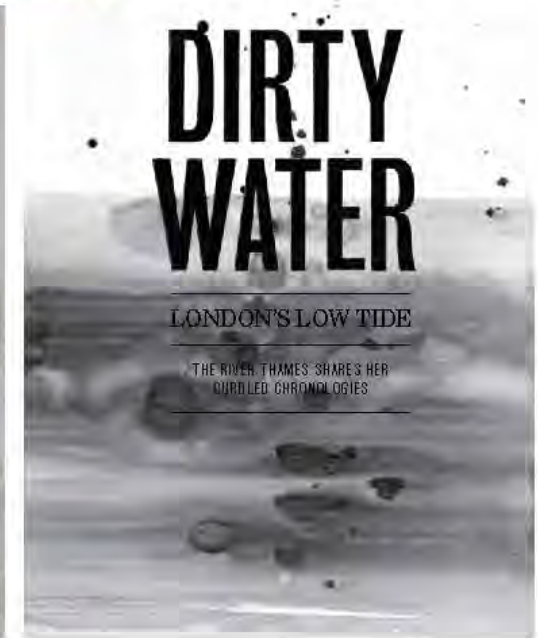
After initial research along the river a set of drawings and writing would emerge that would be collated into the form of a newspaper. The newspaper would then be printed as a freely available artwork. And also published in digital form.

Precedent Works:

In 2017 I made EXE: Conversation Between Floods

In 2019 I made TWEED: Border Ballad.

In 2017 Dirty Water : London's Low Tide.



Tomas Saraceno

Aerocene

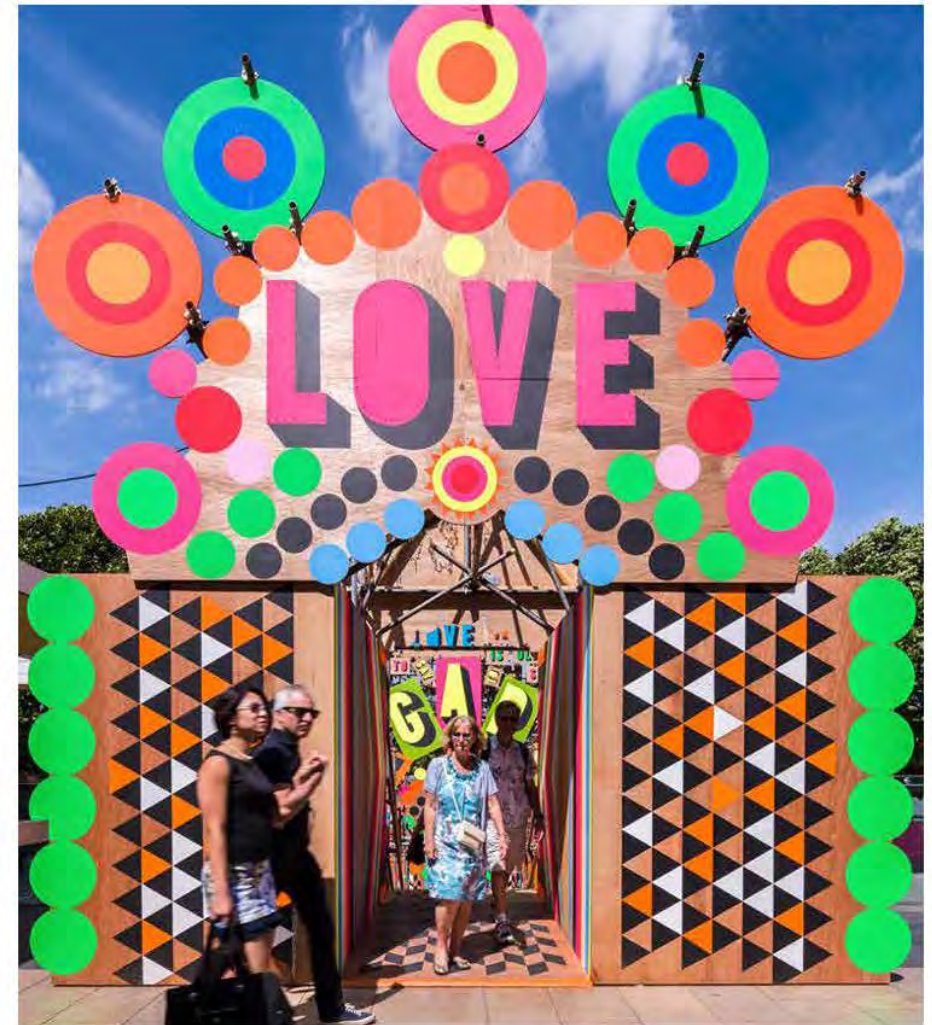
The Saraceno Studio has supported Forest of Imagination in 2017 and 2018. They are keen to support us again in 2021, potentially with a further revisit to the Aerocene project and Museo Aero Solar launched from Sydney Gardens.



Morag Myerscough

'Live Portal'

Morag will design one of her colourful and graphic installations to be located on the axis of Great Pulteney Street and to sit just in front of the Holburne Museum's main elevation. It will become a joyful 'portal' to the Forest of Imagination. Morag will work with students from Bath Spa University School of Art and Design in the development and making of the installation.



Richard Long

From Place to Place

Richard Long was born in Bristol in 1945. He is an artist of the landscape, and he has made work on all five continents. His work is about movement (walking) time and space (journeys) and leaving traces (sculptures) along the way. Since 1968 he has had over 260 one person exhibitions worldwide.



A line in Himalayas 1975



A line in Scotland 1981



Line in England 1968



A Circle in Antarctica 2012

Sophie Thomas and Louis Thompson

Broken Ocean 2

Sophie Thomas and Glass artist, Louis Thompson mix the media of hot glass and found ocean plastic to highlight Marine plastic pollution. Working with hand blown glass and waste glass fragments with found ocean plastic from Hawaii and other beaches around the world, these handcrafted colourful pieces represent a horrific future that our Anthropocene age threatens to leave behind if we do nothing about our dependency on plastic and its easy disposability into our natural environment.

For Forest of Imagination 2020/21 Sophie and Louis will work with selected local schools to explore the process of waste and plastics and will represent this in a finished work along the lines of their Broken Ocean installation.



Richard White

Lines of the times, obscured by trees, illuminated

To reveal a line of sight, sound and movement in Bath connecting the poorest to the richest, the country to the city, the past to the future, antiquarian romance to legacies of empire.

Bath's last grand Georgian housing development, the Pulteney Estate, was built on an alignment with a Bronze Age burial mound. The alignment can still be seen looking along Pulteney Street. Walking the central promenade of Sydney Gardens the line continues, the view of Twerton Roundhill is now obscured by trees. This Forest of Imagination event will reveal that alignment in sound and vision through the creative activity of a group of walkers and artists hosted by Richard White.

The activity will include walking and gathering sounds and images along the line concluding with an instant performance of remembered and gathered soundings. Walks of varying length and pace will take place as close as possible to the line using public rights of way, residents and visitors will be invited to take part in these walks. Each walk will be curated, using archive and contemporary data and artist's stimulus, developing walkers responses and wider digital resonances. A final walk from the Round Hill to Sydney Gardens will take place during the Festival. This will form part of an installation of digital media gathered from the walks presented in one of the buildings in the Gardens. A searchlight beam will indicate the alignment across the city and beyond.



Clare Day

Clay Forest 3

Clay Forest has been a part of Forest of Imagination for the last two years. Each time 1000 trees were made by visitors to the event (artists, families, schools, wellbeing and community groups), whilst reflecting upon what trees mean to us individually and collectively. Each year the wet clay is gifted to the participating schools after the event, tying in with the environmental theme of the event. No tools are used, just hands and clay, so that everyone can take part.

This year the proposal is for 3 ceramicists (Clare Day, Conor Wilson and Phoebe Cummings To be confirmed) to make an unfired clay forest in the glass corridor around the café. Alongside this, workshops would take place with community groups, schools, and students, in the learning space. During the event, the trees from these workshops, along with those made during the weekend of the event, would be installed outside on the green space next to the café, thereby visually connecting to the forest in the glass corridor. Alternatively, the trees could be installed in the learning space in such a way as to fill the room, with just a pathway through.



Amber Davies

Glowpod

A pop-up mindfulness studio using light, sound and scent to create a multi-sensory, immersive approach to meditation.

Cut off from the outside world, a multi-layered recording track with meditation guidance, soothing sounds, and music will be played through headphones whilst lights move through the colours of the spectrum behind soft, textured fabric walls. The soundscapes will be carefully created with specific binaural and isochronic tones to emulate the frequencies our brains emit in different states of consciousness, encouraging creativity, relaxation and mental clarity.

I'd like to transform a dark area such as an unused art studio or small room with LED strip lights behind billowing curtained walls to create a unique experience grounded in the latest scientific research into effects light frequencies have on our minds and bodies. The pod will use psychology techniques, brain stimulating soundscapes and bespoke

scents using an ultrasonic diffuser to address imbalance such as muscle tension and stress.

Many scientific studies have been conducted to monitor the effects of monochromatic light on the human body and mind. Technological advances and reliability has culminated in an influx of exposure to blue light through laptops, smartphones, TV and tablets. This prolonged exposure to blue light has been scientifically proven to suppress the production of melatonin and subsequently interferes with our natural circadian rhythms and can contribute to a wealth of emotional and physical problems. Saturating ourselves in the full spectrum of natural colours is helpful to bring about positive change, reverse symptoms of S.A.D and fatigue, as well as anxiety, and stress. This pod will be beneficial for participants of all ages: young children and those with complex needs will benefit from the multi-sensory aspects, whilst students, young people and adults will leave the pod feeling refreshed, relaxed and renewed.



Left to right: Olafur Eliasson "The Weather Project" (2003), Sophie Smallhorn "Buckingham Gate" (2013), Monty Kaplan "A Photo" (2009), Chroma Yoga.

Alf Coles and Peter Clegg

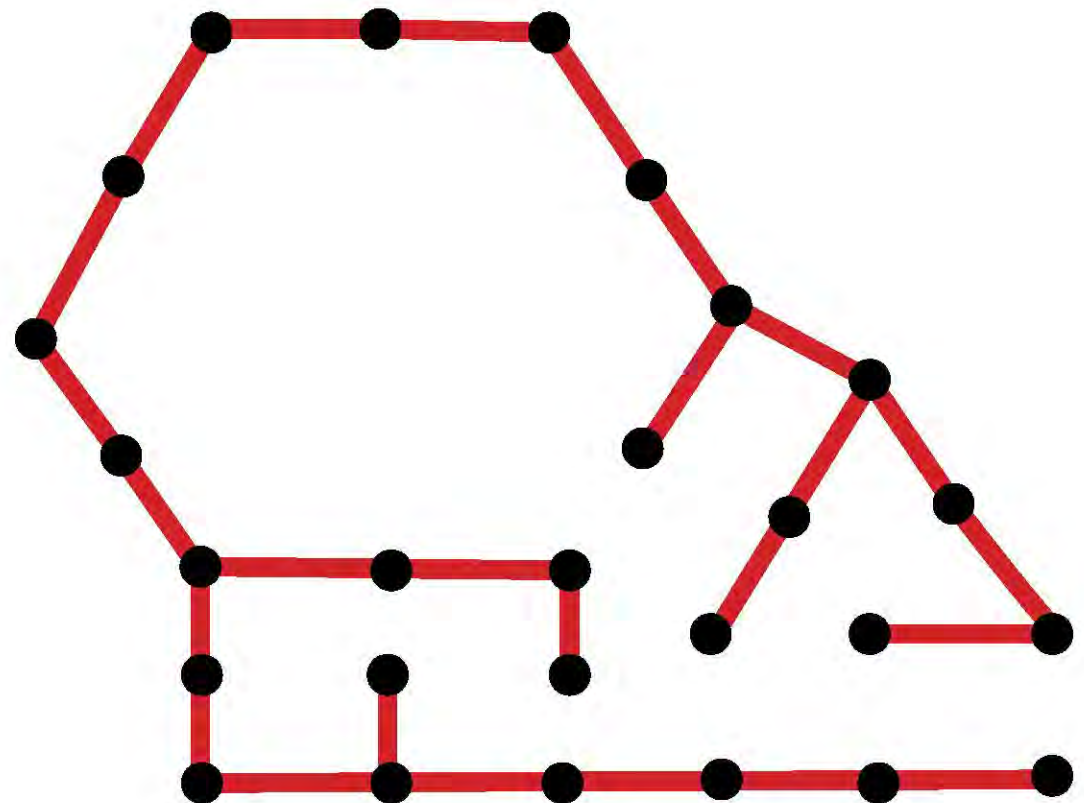
Mirror Maze

This idea behind this maze is to give participants an immersive experience of 3, 4 and 6 fold symmetry.

The equilateral triangle (3), square (4) and regular hexagon (6) are the only regular shapes that can tile the plane. Choosing these shapes for the mirror spaces will mean that participants experience an unending and unbroken tiling, off to infinity in every direction. Patterns placed on the floor will be immediately tessellated to infinity.

The entrances to the spaces have been designed so that when you are in any space and looking back at the entrance, the mirror you see is in the same orientation as it would have been in the complete shape - this will add to the sense of not knowing the way out.

The design requires 26 1m x 2m mirror panels. There will likely be a need for a scaffolding support, both around and above the structure, in order to ensure panels are held securely. The structure could be created in a way such that it is relatively easy to erect and dismantle. There are strong curriculum links to the maze, as participants will gain an embodied and immersive experience of angle, shape and tessellation.



Architecture Is...

Warm Pools

In 2021, an exhibition of a real warm pool design heated by water from the hot springs in the city will be revealed at Forest of Imagination at the Holburne Museum in advance of the next Therapeutic City Festival in Autumn 2021 for which the pool will be constructed for public use in a public riverside park.



Jessica Palmer

Forest of Imagination Walking Route

A guided route from secret townscape to the buzzing vales and hilltop spaces of Lyncombe, Widcombe and Lansdown.

My proposal is for a Forest of Imagination Walking Route. A permanent pathway. A thread linking the hidden woodlands, fields and waterways of the city's outer limits to the less trampled sections of the city centre. A marked pathway which connects the walker to the quiet recesses of the city and the noisy outcrops of the encircling hills. A guided route from secret townscape to the buzzing vales and hilltop spaces of Lyncombe, Widcombe and Lansdown.

All or part of the walk can be undertaken from any starting point. At significant junctures, there will be street art, murals, signposts, installations, plantings, spaces, trees, design on windows, artwork embedded in paving and other markers to focus the walker's eye and mind on the communal space. These pieces can be small or large, temporary or part of the Landscape City, becoming their own focal point.

There is a significant paucity of street art, public art and modern creativity in Bath due to its World Heritage status. This proposal avoids the key tourist core and heads to the neglected and ignored hinterlands of Moorland Road, the City Farm, Chelsea Road, the riverside track in Twerton and Smallcombe Wood.

It is constantly surprising how little of Bath's outer areas are explored, even by its permanent residents. No-one can transform the western parts of the city into sites of Georgian splendour but this Forest of Imagination Walking Route will provide opportunities to create exciting public art to attract those who live in the city, or close by as well as the adventurous tourist. It will be a way of celebrating the closeness of the urban and the rural, the joy and health-giving experience of perambulation, the delight of rediscovering navigation without relying on Google Maps or satnav.

It will take in markets, underpasses, bridges, parks, small crescents, meadows, canals, Victorian streetscapes, graveyards and all the nooks and crannies that are not on the typical Bath tourist trail. This pathway will not only link the Landscape City locations. It will also help link the communities of the city by emphasising Bath as a city which is totally discoverable on foot. This in turn will feed into ideas about helping Bath become a fully walking city which is seeking ways of countering obesity, poor air quality and congestion. The FOI 2021 Walking Route will encourage the idea of no 'no-go areas' and build bridges between the communities of the whole city and the landscape of its broad surrounds.



Funda Kemal

The Writings on the Wall!

Climate change is here. Our Planet is at risk. Our City is at risk. What are we going to do about it?

In this project our children will have the opportunity to tell us their ideas in their own words on the walls of the buildings we work so hard to protect while our planet suffers. If we ignore them, nature will reclaim our beloved city whether we like it or not!

This project is a light art installation that will project children's advice on how to tackle climate emergency on the walls of major historic landmarks in the City of Bath to be viewed from public spaces. The projections will be animations that evolve from words into plants re-wilding the building facades to depict what will happen if we ignore the voices and needs of future generations. It will show graphically how futile building preservation could be in the face of catastrophic climate change!

The project is inspired by Yasi aged 10 and Safia aged 7 who wrote on their whiteboard at home suggestions for how we can all act now to do small things to reduce carbon emissions and waste!

Following on from 2020, in 2021 the work will be repeated at the Holburne Museum, Sydney Gardens and Great Pulteney Street.



Patchlarks

The Society of the Wandering Wonderer

Patchlarks will be back with the full scale arrival of the Society of the Wandering Wonderer as we will bring our discoveries together in an immersive adventure that celebrates moving through the world with a brave and curious attitude. We believe that a society full of wandering wanderers is one that cannot help but love this one precious and exquisite world of ours and it's much easier to act in the interests of something you love. But we don't want to go on about that we would rather get on with wondering and wandering. The exact nature of this part of the project will develop based on the discoveries made in 2020 but as a rough outline of the kind of thing we expect to deliver:

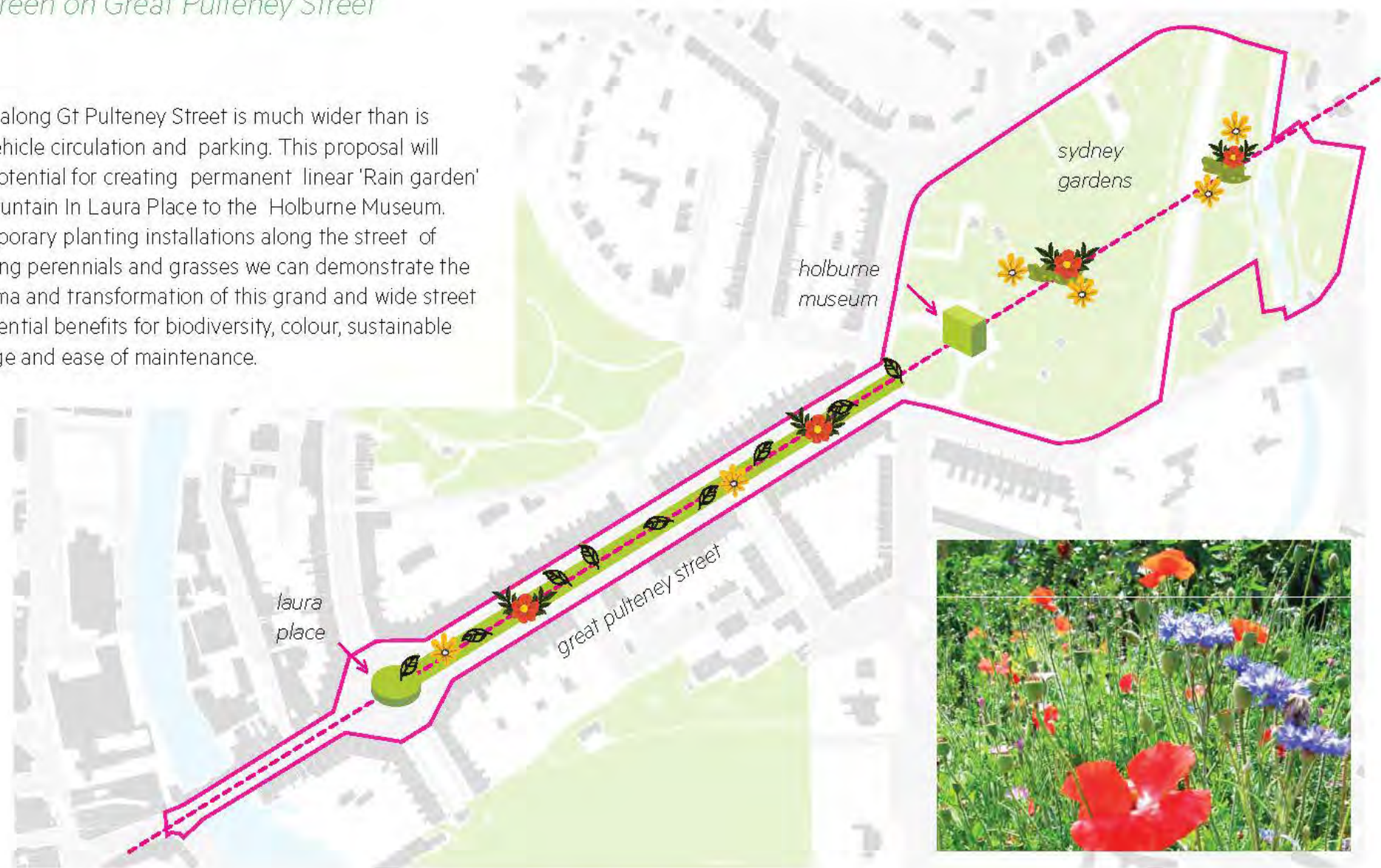
- We will have a beautiful base camp with displays of artefacts from the Wandering Wonders Collection – inspirational objects from previous wandering explorations which will form the basis of ongoing story making and curiosity inspiring activities. This will include a listening station for episodes from the Interviews into Shoes podcast.
- We will also take groups on guided Wonder Wanders story and poem seeking adventures that venture out from base camp.
- Each day we will have a Meeting of the 7 Wanders - a performance that celebrates what we have done and discovered closes the day.



Grant Associates

'Grey to Green on Great Pulteney Street'

The highway along Gt Pulteney Street is much wider than is needed for vehicle circulation and parking. This proposal will explore the potential for creating permanent linear 'Rain garden' linking the Fountain in Laura Place to the Holburne Museum. Through temporary planting installations along the street of mixed flowering perennials and grasses we can demonstrate the potential drama and transformation of this grand and wide street to deliver potential benefits for biodiversity, colour, sustainable urban drainage and ease of maintenance.



Illustrative plan

Feilden Clegg Bradley Studios & Buro Happold

House Of Imagination

A proposal for a temporary Pavilion in the grounds of the Holburne Museum to provide a venue over the Summer for performances, exhibitions, workshops and talks.

This will provide a key venue for the Forest of Imagination. The intention is to allow the Pavilion to be constructed in advance of the Forest of Imagination and to leave it standing beyond the event so it can be used for an extended period therefore making best use of its potential for the Summer period.

The Pavilion will be a collaborative design between the architects FCBS, engineers Buro Happold and Charley Brentnall using their experience with innovative timber structures to create a distinctive landmark structure that can be dismantled and reused after the summer period. The size of the Pavilion will be developed to take a classroom of 35 kids or a band or a choir or a small orchestra with the potential to spill out into the adjacent grounds to provide a venue for an audience of up to 300.

FCBS will involve a number of their younger architects who have developed a number of small scale temporary structures in recent years. These include winning a competition to design and build a project called 'the observatory', an artist's workshop which is currently touring the country and now in its fifth location; a shortlisted entry for the Dulwich pavilion in 2017, they designed and built a pavilion to highlight the issues of pollution in the London streets in 2017 and designed a bamboo theatre stage for an orphanage in Chennai. Young engineers from Buro Happold will assist with the design and construction alongside Carpenter Charley Brentnall.



Partner Schools

Atelier Nursery

Bathford Primary School

Bathwick St Mary Primary School Bath

Colerne Pre-School

Colerne Primary School

Corsham Primary School

Freshford Primary School

Hayesfield Secondary School Bath

Lumiar School Stowford

Newbridge Primary School

Ralph Allen Secondary School Bath

Roundhill Primary School

Shoscombe Primary School

St Andrew's Primary School Bath

St Stephens Church School

St Michael's Junior School Bath

St Vigor and St John Primary School Chilcompton

Swainswick Primary School Bath

Three Ways Special School Bath

Twerton Infant School Bath



Partners, Sponsors and Collaborators



Partners, Sponsors and Collaborators

Forest of Imagination is produced, developed and made possible by the work and support of the following:

Partners

Grant Associates, House of Imagination, Bath Spa University, Holburne Museum, Feilden Clegg Bradley Studios

Sponsors

Arts Council England, Grant Associates, Bath Spa University, Feilden Clegg Bradley Studios, Kaleidoscope Collection, Herman Miller Cares, Comino Foundation, GALA, Trevor Osborne Foundation, Bath BID, WOMAD Foundation, Peter Stormonth Darling Charitable Trust, Colin Skellett, Trevor McCurdie, Mark Roper, Ernest Cook Trust

Collaborators

Sydney Gardens, Carpenter Oak, Herman Miller, Three Ways School, RSA, GALA, Architecture is, Buro Happold, The Big Draw, Wraxall Builders, Specialist Crafts, Bathscape, Bristol Zoo, Bath City Farm, 44AD, Illustrious, Imaginnovation, Bath College, University of Bath, South West Creative Education Hub (Bath Spa University, University of Bristol, University of Gloucestershire, Plymouth College of Art, Knowle West Media Centre, Cheltenham Science Festival), Bath Preservation Trust: Beckford's Tower, Architecture Is / RIBA, TED Countdown, City to Sea, Wicked Weather Watch, Canal and River Trust, RSA, National Trust, Batheaston Secret Garden, Avon Wildlife Trust, TEDxBath, FACE - Family Action on Climate Emergency

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